FINAL GIRL

SERIES 2

LORE & SCENARIO

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INTRODUCTION

The **Final Girl** game fits in a cinematic world where horrors, both realistic and fantastical, exist. This book is meant to not only give you a glimpse into some of the history of its characters, but also let you play a part in the stories.

On the following pages, you will find the backgrounds for each of the iconic killers in the game. Then, if you wish, you can play out the events of that killer's film franchise by facing off against them in a unique set of scenarios!

Each killer's arc is different. Sometimes a specific **Final Girl** will be featured, sometimes the scenarios will occur chronologically, and sometimes they will be connected only through the killer themselves or a thematic element. As such, it is recommended that the scenarios for any given killer be played in order if possible, but feel free to jump directly to the scenarios of any killer that interests you, if you wish.

Each Scenario should be setup as you would a normal game of Final Girl, but using the specific elements listed for that scenario. For example, if a Scenario lists specific Terror cards, those are the cards that should be used to make the Terror deck, but it should still be randomly shuffled.

In the back of this book you will find the lore for each of the Final Girl characters; the protagonists of the films! Plus, a few helpful strategy tips that might help you when playing the game with that particular Final Girl.

WE HOPE YOU FIND YOURSELF COMPLETELY IMMERSED IN THE GAME AND THE STORIES WE FEEL SO FORTUNATE TO TELL THROUGH FINAL GIRL. YOU HAVE OUR ETERNAL THANKS FOR SUPPORTING OUR WORK!

AJ, Evan, and everyone at Van Ryder Games

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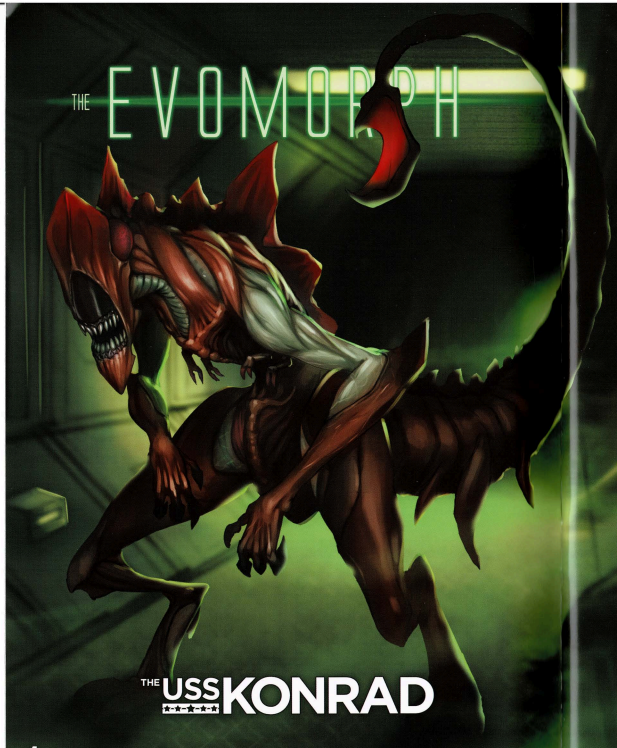


WHEN THE KONRAD FIRST BECAME INFESTED AFTER RAIDING AN ABANDONED AND DECREPIT SPACE FREIGHTER, THE CREW HAD NO IDEA THAT A HATCHLING EVOMORPH HAD RETURNED WITH THEM

The hatchling invaded the body of one of the crew by crawling into one of their orifices. Hatchlings incubate inside the host's body until they reach a size where the host is no longer sufficient in size or provided nutrients. At that point, it bursts forth from the host creating its own orifice and killing the host.

Younglings hunt and feed on whatever living beings they can find. They are incredibly quick and deadly. While their exoskeleton is tough, they can be damaged and even killed with human-designed weapons. They are also very susceptible to fire. Once a Youngling has fed on enough victims, it will evolve into its full-grown Adult form.

Adult Evomorphs can survive for several years on no food. They hunt purely for sport as they instinctually learn while being a Youngling, even though they are often only in that stage for a matter of hours. An Adult Evomorph is essentially a killing machine and will even attack other Evomorphs for sole superiority.

When there is nothing to kill, because the Evomorph is alone on a planet or ship, it will then begin to nest out of boredom. It does not produce eggs in large numbers making only one Hatchling each year. A Hatchling can only survive without a host for about a year itself, so it is extremely rare to have more than one or at most two hatchlings in an area at a time.

If an Evomorph is unable to find a new source of food, it will perform a process called morpholosion where it can use its dying body to preserve the Hatchling almost indefinitely. This process is the reason why Evomorphs have continued to exist despite the fact that they kill any and every living thing around them.

Eventually, the cycle continues when the hatchling is introduced to an area with a living organism. The hatchling has acute biological sensors and when it senses such a being, will "hatch" from the morpholosion cocoon to seek out the being as its host.

Evomorphs have eradicated full ship crews and even full planets, though they are often killed before such extreme destruction in cases where they find themselves among a highly populated, well-armed place or in a place with beings more dangerous than the Evomorph, which is rare but possible.

One thing is for sure, the crew of the Konrad is hardly a group that is likely to survive an encounter with an Evomorph.

DEATH IN THE VOID

Most of the crew, including Ellen, didn't know it, but government officials sent the Konrad on a mission to uncover the secrets of the Evomorph. The raid on the decrepit carrier was a ploy to find the Evomorph hatchling. Ellen found a crew member dead in one of the service tunnels in a grizzly scene. Her crewmates didn't believe her at first, but then they found the Facilities Tech being devoured in the Mess Hall. After discovering that a parasitic ultra-predator was aboard the ship, Ellen has vowed to defeat the beast. She knows she has options, and if she needs to, she'll use the self-destruct sequence to take the fiend to hell with her!

FINAL GIRL: Ellen

SETUP: Junction Danger

ITEMS: *Set up the Item decks as normal.*

EVENTS: *Set up the Event deck as normal but starting Event is Jonas the Cat.*

USS KONRAD TERROR CARDS (3): "Let's test the Maintenance Shafts", Gas Leak, Garbage Day

EVOMORPH TERROR CARDS (7): *Select 6 regular at random and 1 Minor Dark Power at random.*

DARK POWER: Acid Blood

FINALE: Death in the Dark

SPECIAL RULES: None.

RESEARCH SETBACKS

Before the final showdown on the Konrad, the government agent was able to find and smuggle a hatchling egg onto an escape pod and jettison it. The egg was transported by lightspeed post to earth to a research team in the Arctic. The government team was ready and waiting to perform tests on the alien, but before they could, the lab exploded and the hatchling escaped captivity. They scoured the outpost searching for any sign of the hatchling.

FINAL GIRL: Uki

SETUP: Clear the Grounds

ITEMS: *Set up the Item decks as normal.*

EVENTS: *Set up the Event deck as normal but starting Event is "There's been an accident in the Lab!"*

STATION 2891 TERROR CARDS (4): *Select 4 at random.*

EVOMORPH TERROR CARDS (6): Minor Dark Power: Dead Silence, Toying With the Prey, Skull Burster, Acid Spray, "Game over, man! Game over!" (x2)

DARK POWER: Razor Claws

FINALE: Blitz of Death

SPECIAL RULES: The Evomorph is immune to Frostbite.

SIMULATION

Training Memo.

Welcome to the Evomorph survival training simulation. Today's simulation will be a study of whether a group of 12-15 people at a secluded cabin could survive the presence of an Evomorph Hatchling. In the more likely occurrence that no one survives, we would like to know how long it takes the Evomorph to dispatch all of them. You will take the role of the strongest and most resourceful one of the bunch. Your aim is to survive the simulation, or if you cannot, to survive as long as possible.

FINAL GIRL: Ginny or Ava

SETUP: Couples Weekend

ITEMS: *Set up the Item decks as normal.*

EVENTS: *Set up the Event deck as normal.*

WINGARD COTTAGE TERROR CARDS (5): *Select 5 at random.*

EVOMORPH TERROR CARDS (5): *Select 5 at random.*

DARK POWER: *Set up the Dark Power card as normal.*

FINALE: *Set up the Finale card as normal.*

SPECIAL RULES: When drawing Events, draw two and choose one to put in play. Discard the other. During Setup create two Terror decks, one from the Wingard Cottage Terror Cards and one from the Evomorph Terror cards. When resolving the Killer Phase, you may choose which Terror deck you draw from.

A FAR OUT FAIRY TALE

The denizens of Storybook Woods had little to no chance of surviving the Evomorph. The only hope was if another outsider would save them. The first human to defeat the Evomorph would be the best shot. The fairies that cast the spell only asked for a protector. They had no idea that Ellen would be the one who was summoned. Groggy from the unnatural trip, Ellen rubbed her eyes and looked around. "Give me the depths of space over this every time," she said before trudging along the path in search of a weapon.

FINAL GIRL: Ellen

SETUP: Forest Dwellers

ITEMS (5): *Set up each Item deck with only 2 Items each.*

EVENTS: *Set up the Event deck as normal but starting Event is The Woodsman.*

STORYBOOK WOODS TERROR CARDS (2): "It picked me up and I was helpless!","I was carried like a rag doll!"

EVOMORPH TERROR CARDS (8): *Select 6 regular at random and 2 Minor Dark Powers at random.*

DARK POWER: Symbiotic Camouflage

FINALE: Blitz of Death

SPECIAL RULES: You may invoke the aid of the fairies three times during the game. Each time you do, gain +1 ★ for a Horror Roll.

MADNESS FROM THE STARS

Ellen had been committed after she told her story. Anyone who would believe her or knew the truth was dead. Wolfe Asylum freaked her out, something about it felt wrong. She stepped into the Common Room and saw an older nurse handing out prescriptions. As she stood in line, her eyes fell on the door behind the nurse. It was thick tempered glass, and on the other side a man clawed at the door, unable to get in as the door was locked. "Please, somebody! My chest, my chest hurts!" The man screamed. Ellen shivered at those words, when suddenly her fears became reality. The man's chest exploded and a chittering, insect-like predator crawled out of him and disappeared into the asylum. Ellen threw up her hands and said, "Now do any of you assholes believe me?"

FINAL GIRL: Ellen

SETUP: Madhouse Faceoff

ITEMS: *Set up the Item decks as normal.*

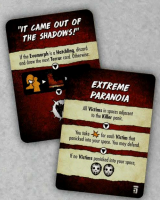
EVENTS: *Set up the Event deck as normal but starting Event is Dangerous Addiction*

WOLFE ASYLUM TERROR CARDS (1): Extreme Paranoia

EVOMORPH TERROR CARDS (9): *Select 9 at random.*

DARK POWER: *Set up the Dark Power card as normal.*

FINALE: Death in the Dark



SPECIAL RULES: You may place any pills you find on a Victim Save effect to take that effect and count it towards unlocking your Ultimate Ability.

WHEN CHIEF SCIENTIST SAMUEL LISSARD ENTICED KATE CARPENTER TO JOIN HIM TO DO SOME VERY IMPORTANT BIOLOGICAL RESEARCH IN THE ARCTIC, SHE HAD NO IDEA SHE WOULD BE FIGHTING FOR HER LIFE AT STATION 2891 IN ANTARCTICA.

Unbeknownst to the other scientists, researchers, and staff at the station, Lissard had developed a mutagenic virus that could, in theory, transform humans into super-human versions of themselves with incredible strength, speed, and toughness. It was time to test the virus on human subjects, but knowing the risks, his client the [redacted for reader's safety] government insisted on a remote location and secrecy. Not even his fellow residents of the station could know about the experiment... at least not until the subject's performance could be observed.

To cover as many bases as possible, Lissard recruited scientists from a variety of backgrounds, blood types, builds, genders, and ethnicities. To avoid any suspicion, he brought some parasitic worms with him and injected them with the virus. They were the perfect introduction vehicle and would do all the work by finding a human host all on their own. He only had to preserve them until they reached the warmth of the station, then release them, and wait. If the virus worked, the mutations would quickly follow and it would be quite evident if successful.

Just a few days after their arrival at the station and the release of the parasitic worms, strange incidents of sabotage began to occur. There were no noticeable physical mutations, but someone or something at the station wasn't what they appeared.

Soon after, the killing started. Lissard pulled Kate into the toolshed and realizing what a grave mistake he had made, told her everything. Kate was livid. She almost killed Lissard herself in that moment, but he begged for mercy and told her he could show her how to test the others for the virus using simple materials. For her own sake and that of the other innocents at the Station, she decided to spare him and learn how to administer the test and what reaction to look for.

Armed with this information she turned to leave the lab. As she did, Lissard spoke, "I'm sorry Kate." She turned back and opened her mouth to speak, but when she saw Lissard raising the old revolver to his head, she instead just turned around to leave the room and focus on her new task: survival.

COLD AS ICE

"Pow!" The shot rang out in the toolshed behind Kate as she traversed the snow-covered ground. It was nothing less than he deserved, she thought. The light was fading and Kate looked across the grounds toward the Commander's hut. She was not alone out here. Her instincts told her to go see who else was out here since the snowfall and their heavy coats made it impossible to tell. Not to mention it could be dangerous and she had no idea who she could trust! And then, and it was certainly no accident, the fire alarm went off...

FINAL GIRL: Kate

SETUP: Quittin' Time

ITEMS: *Set up the Item decks as normal but place the Old Revolver as the face-up card on the Tool Shed Item deck.*

EVENTS: *Set up the Event deck as normal but starting Event is "Someone Pulled the Fire Alarm!"*

STATION 2891 TERROR CARDS (4): "It's not safe in here!", "The generator is out.", "They... just left.", "We can't stay here"

ORGANISM TERROR CARDS (6): "It just... absorbed them.", "Have you seen how disgusting it is?", "It could be anywhere, or anyone!", "It senses we are vulnerable!", "It must be you!", "Someone is destroying the tests!"

FINALE: Reductive Assimilation

SPECIAL RULES: Increase Bloodlust by one at the start of the game.

HIGH STAKES HIDE AND SEEK

How the Organism escaped the Arctic will always be a mystery. Perhaps the victim that disappeared from the Station survived and carried the virus back to the States. Maybe one of the tests was incorrect or someone accidentally got away without being tested.

To Uki it didn't really matter, she'd come to this cottage for R&R and to reunite with the survivors of the incident in the Arctic. She did not expect to also reunite with the Organism they thought they'd destroyed. But that is exactly what happened as she heard a scream from the back porch. Her friend Ludwig was holding the side of his neck as blood covered his hand. The thing, whatever it was, scurried out into the darkness and around the side of the house. "Quick Ludwig, get inside and get that bandaged up!"

FINAL GIRL: Uki

SETUP: Grad Party

ITEMS: *Set up the Item decks as normal.*

EVENTS: *Set up the Event deck as normal but starting Event is Getting Resourceful.*

WINGARD COTTAGE TERROR CARDS (2): "We were passing by and thought we heard a scream", "That wasn't a random attack"

ORGANISM TERROR CARDS (8): Minor Dark Power: Thick Skin, Minor Dark Power: Extra Legs, Minor Dark Power: Acidic Body Fluids, Hit and Run (x2), Survive at all costs (x2), "Have you seen how disgusting it is?"

FINALE: Regenerative Assimilation

SPECIAL RULES: Place the Fast (5 health) Organism on the Killer starting space and its card on the Killer Board. Only place 2 of the special victims during setup. Remove one of the "Safe" cards from the test results deck and remove the Fast Organism from the Exposed Victims cards.

SOMETHING IN THE WOODS

Imagine if the Big Bad Wolf could actually look exactly like Grandma. No big eyes, teeth, or ears. Just Grandma waiting to mutate into a grotesquely deformed thing at the most opportune moment. Well, thanks to a ritual performed by some fairies in the Glen, you won't have to imagine it at all. The Organism has come through a rift in time and is now infesting the Storybook Woods. It will be up to Red to stop a different kind of evil in this fairy tale. Whether it has a happy or a Grimm ending is entirely up to her.

FINAL GIRL: Red

SETUP: Picnic

ITEMS: *Set up the Item decks as normal but make sure that the Hatchet and Knife x2 Items are included.*

EVENTS (5): Harmless Old Woman (Starting Event), Primrose Flowers, The Woodsman, Travelers, Fairy Ring

The Event deck should have Harmless Old Woman as the starting Event and the remaining Events shuffled together.

STORYBOOK WOODS TERROR CARDS: *Set up the Terror deck as normal.*

ORGANISM TERROR CARDS: *Set up the Terror deck as normal.*

FINALE: Cognitive Assimilation

SPECIAL RULES: Place the White Special Victim Meeple in the Killer space during setup. This is "Grandma". If you test Grandma, the result will automatically be Assimilated. You cannot attack Grandma until she has been tested. Grandma is considered a killer with Attack and Movement of 1. She will perform all killer actions from Terror cards.

HELLSYLUM

When Mihal arrived back from the Arctic research station, he began losing his grasp on reality. He had no idea that he'd come back with a souvenir. Not one he purchased, but a virus inside him. Over the next few days and weeks, he became erratic and his family became extremely worried about him. They convinced him to seek help and he agreed on one condition; he would only go to Wolfe Asylum. Confused as to why he would make this demand, but happy he agreed to get help, the family drove for hours to get to the hospital. When the admission process was complete, and as the orderly led him away, Mihal turned to his family and smiled an evil smile. He waved in a slow and unnatural way before disappearing into the darkness beyond.

FINAL GIRL: Heather

SETUP: Madhouse Faceoff

ITEMS: *Remove the 3 Mysterious Pills Item cards and set them aside. Setup the facedown cards of the Item decks as normal and then place Mysterious Pills as the top faceup card of each Item deck.*

EVENTS: *Set up the Event deck as normal but starting Event is "The New Patients are here".*

WOLFE ASYLUM TERROR CARDS (3): "Give us our meds!", "What is this place doing to me?", "4:00... Time for Bingo!"

ORGANISM TERROR CARDS (7): *Select 7 at random.*

FINALE: *Set up the Finale card as normal.*

SPECIAL RULES: The Organism is allergic to pills! You may discard a pill token of any color to test an Exposed Victim in your space.

ZERO GRAVITY VIRAL RESEARCH

Memo excerpt written by Dr. Samuel Lissard to <redacted> re: Space X mission 117

"...and I understand your reasoning for why my request was denied, but as a friend, and one who OWES ME for saving your life, I am asking you to make an exception and do what must be done. It is incredibly important that the impacts to and from this virus be studied. I don't care who the subjects are, hell use placebos too if you want plausible deniability (just as a precaution of course), but this research MUST be done. I would do it myself, but I am heading to the Arctic soon to do... my own research. Can you make this happen? I look forward to your reply."

Spoiler alert: They made it happen.

FINAL GIRL: Jeanette

SETUP: Hard Choices

ITEMS: *Set up the Item decks as normal.*

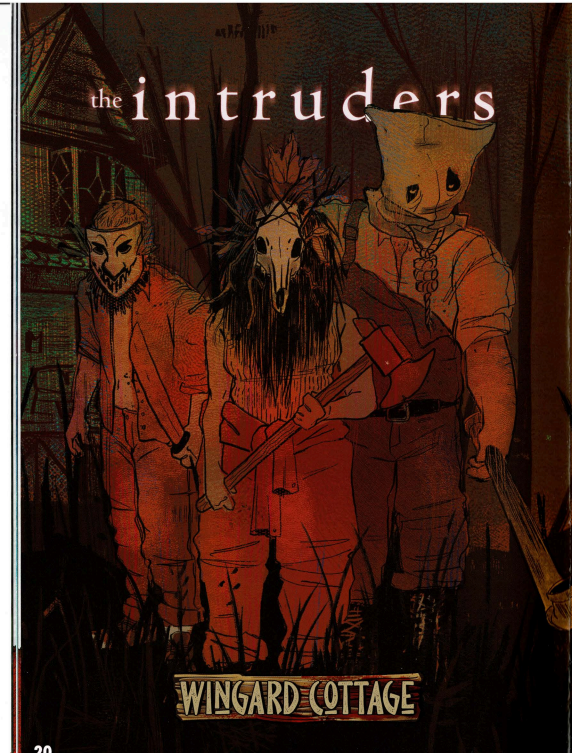
EVENTS : *Set up the Event deck as normal but starting Event is Weapons Locker.*

USS KONRAD TERROR CARDS (2): Gas Leak, Minor Dark Power: Slippery

ORGANISM TERROR CARDS (8): *Remove all Minor Dark Powers, then select 8 at random.*

FINALE: Reductive Assimilation

SPECIAL RULES: All Mutated Organisms benefit from Minor Dark Power: Slippery. Ignore the health value on it and once it is in play it cannot be removed.



THE NEWS CHANNELS ARE ALL REPORTING THE SAME THING: ANOTHER COUPLE HAS BEEN FOUND DEAD IN THEIR HOMES, BODIES RAVAGED AND MUTILATED. THE CHANNELS ARE TYING THEM BACK TO THE OTHER CULT KILLINGS THAT HAVE OCCURRED IN THE PAST FEW MONTHS. RUMORS SAY IT MIGHT EVEN BE THE SAME KILLERS FROM THE LAST SET OF MURDERS THAT OCCURRED YEARS AGO. IF THAT'S TRUE, THESE KILLERS HAVE BEEN AT LARGE FOR A LONG-ASS TIME.

"EVEN IN DESPAIR, ONE CAN FIND PURPOSE."

What drives a woman to a life of slaughter? Is it love? Money? Power? In Trish's case, it was hopelessness. Trish grew up surrounded by hopelessness. It was in the air of the neighborhood she lived in. It was in the buildings that were falling into disarray. It was in the eyes of children growing up on the streets, dreams already crushed before they could be fully formed. Worst of all, it was in her own home. It was in the dirty walls and stained carpets. It was in the burnt-out lights and far too small meals. And it was in her father.

Trish's father was a strict and unpleasant man. By day he worked at the local junkyard, and by night he drank to drown his sorrows. He worked tirelessly for them to scrape by, but it was never enough. Her father had grown up religious and passed on his beliefs to her. He taught her that God was in all people and all things, even in their suffering. Her father taught her the meaning of suffering day after day after day. She hated her home. Her only reprieve from the hopelessness of her daily life came in the form of the local church.

The church was different. It was full of hope and dreams, unspoken prayers and wishes. In it she wished too. Every day she prayed for a way out of her hopeless life, a way for the suffering to end. One day, her prayers were answered. It had been a Tuesday, shortly after her 19th birthday and she had had a big fight with her father. She was tired of being chained to his side and wanted to move out. He didn't respond too kindly to these wants and threatened to "rip her stupid mouth off her face" if she spoke like that to him again. Later that day, upon returning home from evening mass, she sensed that something was different. The house was quiet, too quiet. Normally her father would be home by now, drunk out of his mind; rambling and cursing, trying to combat the hopelessness in the only way he knew how. She found him upstairs, hanging from the ceiling rafters. He looked so peaceful hanging there, drifting slowly back and forth, back and forth. Trish had never seen him look so happy, so beautiful. Her father was no longer the man he had been in life, he was far removed from the suffering of this hopeless world. Trish knew then what she was meant to do, this was her sign. She was to become a shepherd, one who guides lost souls away from the suffering of life and to the beauty of death. Say hallelujah!

"DO NOT BE AFRAID LITTLE LAMBS, YOUR SUFFERING IS AT AN END."

He was born different. When he came out of his mother's womb; silent and staring, his parents took one look at him and knew something wasn't right. He was deformed, hideous in his parents' eyes. What should've been the start of a life full of promise instead became the start of his punishment.

They placed a soft cloth mask over his head and kept him mostly isolated. Growing up, his stone-grey room was the only world he knew. At first, he was allowed to wander around the cold, dark room and the visitors; his caretakers, would look at him, and sometimes even play with him. But that all changed in his early teens. One of the visitors; the smaller one, had been playing with him but he could tell she was going to leave soon. He was going to be left all alone again and didn't want that. He was having so much fun and didn't want it to end.

When she got up to leave he grabbed on tight around her chest. She struggled in his mighty grasp. He didn't want her to go; he wanted to ask her to stay but didn't know how to. So he squeezed tight so she couldn't leave. There was a loud cracking sound and the visitor began to scream. The loud noise hurt his ears, but he didn't let go. He heard more cracking and popping noises as the screams got louder and louder and the struggling became more desperate.

He felt something hard smash against the back of its head. Another visitor pounded him over and over and over again, but he felt no pain... it felt more like dull thuds. Eventually, the first visitor stopped struggling and he let her go; she wouldn't leave now. After that day, he was no longer able to move around his room and the visitors stopped coming to play. Several years passed until he met his final visitor.

It was a cold day when she arrived. He was shivering and could feel his feet going numb on the cement floor. He had heard loud noises coming from outside, piercing wails that made his ears ache. He heard the creak that signified someone had entered his room but the sounds were different than the expected visitors', light taps instead of the harsh stomps that he usually heard.

He could see her now as she approached the dim light. Her body was like that of his visitors, but like him, she too wore something on her face, a pale mask surrounded by a mane of dark, coarse fur. She approached him.

"Why do you have that bag over your head, dear?" she asked. She had a soft, tender voice. He did not respond, he didn't know how to, nor did he understand what the sounds coming out of the creature meant. "Do you have a name?" she asked. He remained silent, waiting for her to leave him trapped like all the others. "Alright, then, uh-," the creature paused, "Baghead! Alright Baghead, I'm going to get you out of here, okay?"

Baghead heard a large snap as the creature cut the bonds that had trapped him. The creature grasped Baghead's hands in her own. Her grip was delicate and made Baghead feel safe. The creature helped Baghead up from the chair he had sat in for so long. Baghead stumbled; he wasn't used to moving around, but the creature caught him and led Baghead up the stairs, one step at a time. Baghead was afraid, scared to go outside. But the creature was there, and Baghead felt safe with her, so he followed her.

"You're safe now young shepherd, I will show you the light," the creature said, and although Baghead did not yet know the meaning of the creature's words, he would cherish the sounds until the day he died.

"YOU SHALL BE REBORN."

Zeke didn't have a home. His "home" changed every couple of months, new faces, new places but never a place where he felt like he belonged. Some of his "parents" were ok, but most were bad. His "parents" often referred to Zeke as a troubled child. Zeke never thought he was troubled; he was merely misunderstood.

Zeke was extremely curious. Sometimes, Zeke wished he could feel inside the bodies of other people. He wished he could peel back each layer of their skin, their flesh, and see what they were like inside. He started experimenting with animals... rats, squirrels, the occasional bird. He became handy with a blade and swift in his work. Exploring the animals gave him joy. Nothing was more beautiful than seeing the life leave their eyes as they bled out or hearing their heartbeats slow as they were drained. Nothing made him feel more alive. However, nobody else seemed to appreciate his work. When caught, his "parents" would punish him, usually with beatings or isolation. But he continued his work regardless, he was an artist, creating beautiful works of art with his subjects.

His life changed when they arrived. He had been outside, preparing his latest work of art. Zeke had been wanting to work with something bigger, so when he saw the neighbor's dog out without a leash... well, some opportunities are just too good to pass up. Partway through his work, he felt a hand grasp his shoulder. It was a tender hand, but one full of strength and purpose. He whirled around, expecting the furious face of a neighbor or one of his "parents". But instead, standing there was a woman Zeke had never seen before. She wore a strange mask made of bone and fur, and she carried a gore-stained axe covered in blood and brains. Flanking her was a giant, monster of a human. A bag covered its face, showing nothing but two dark eyes that stared out into the world with fury. He felt an attraction to this strange pair, perhaps they were like him?

The woman spoke, "Your skills are wasted on a canvas so small, and on art so meaningless. Join us. Your talents will be put to good use." Zeke felt his heart burst out of his chest. They were artists, just like him. He had never felt more accepted, more at home. She continued, as if sensing his excitement, "You will become a shepherd of souls," her voice rose as she spoke. She was electrifying, her words were a divine proclamation. Zeke was not a religious man, but at that moment if you were to ask him what god he believed in, he would have pointed at her. She was holding a mask, it grinned at him with a toothy mouth and gazed at him with empty eyes, it was beautiful. She walked behind him, speaking as she moved, "Your divine art will release the lost lambs from this cruel existence and bring them into the blissful peace of death." She paused and slipped the mask over his head. Then with a voice that shook the world she asked, "Can I get a hallelujah?"

THEY SAY THAT IT ALL STARTS WITH A KNOCK ON THE DOOR.

KNOCK KNOCK

AND THAT IF YOU STAY QUIET AND DON'T ANSWER IT, THEY'LL LEAVE YOU ALONE AND GO FOR SOME OTHER POOR SOUL. BUT IF YOU DO HAPPEN TO ANSWER IT: WELL, PRAY THAT YOU NEVER HAVE TO FIND OUT.

PRAY HARD.

UNWELCOME DINNER GUESTS

Ginny wasn't the type of girl to fall head over heels for a guy, but Sam was someone she was definitely enamored with. He shared her love for the outdoors, was smart and funny—all qualities she loves in a guy. Despite all this, she was very uncomfortable with meeting Sam's family at his parents' upcoming wedding anniversary party. The whole family will be there, and she wasn't fond of large group gatherings, especially when she didn't know the people. To make matters worse, the party was being held at the family cottage in the middle of nowhere, so she would be stuck with these people for a couple of nights. At least the cottage was in the middle of the woods—that's where she's expecting to spend most of her weekend, going on long hikes to help clear her mind. "Who knows?" she thought. "It could actually turn out to be a really fun weekend."

FINAL GIRL: Ginny

SETUP: Special Occasion

ITEMS (12): Chisel, Blender, Blueprint, Fireplace Poker, First Aid Kit, Knife, Lucky Rabbit's Foot, Map, Mysterious Pills, Shotgun, Wooden Bat x2.

CRAFTED ITEMS (4): Disemboweler, Nail Trap, Sawed-off Shotgun, Spear.

EVENTS (4): Getting Resourceful (Starting Event), Escape Attempt, Battle Ready, Loser Boyfriend

The Event cards should be in the order they are listed, with Getting Resourceful on top.

WINGARD COTTAGE TERROR CARDS (5): "Oh my God, what is happening to us?", "That wasn't a random attack", "There's someone out there", "What happened while we were gone?", "We were passing by and thought we heard a scream".

INTRUDERS TERROR CARDS (5): Minor Dark Power: Coordinated Attack, "Go away!!!", "They will hunt you" x2, "We're all going to die!"

DARK POWER: Strength in Numbers

FINALE: Hunt Sweet Hunt

SPECIAL RULES: When setting up this scenario, place "There's someone out there" as the top card of the Terror deck.

A TALE'S ORIGIN

What happened at Wingard Cottage made headlines everywhere, and then those headlines were replaced in a day or two with whatever new tragedy that followed after. Such senseless killing! Sadly, history is filled with examples of home intrusion murders, demonstrating the dark side that can consume some humans. More recent examples have been written in books, such as Truman Capote's In Cold Blood, about the Clutter family murders, or Vincent Bugliosi's Helter Skelter, detailing the Charles Manson cult murder trials. In these examples, the victims were just going about their lives, and without any provocation, they were brutally killed one day in their own homes.

Older examples have made their way mostly by word of mouth, and while some stories have been eventually lost and forgotten, others have withstood the test of time and become part of local folklore. Many of us have heard the story of Little Red Riding Hood. The story's origins can be traced back to several 16th century European folk tales. Over time it seems that a wolf has been established as the main villain—perhaps this was less scary than the villains in some of the original versions. Some of the earliest versions tell the tale of three killers, some wearing animal masks, which is likely how a wolf was eventually chosen to replace them. These killers invaded an old lady's home and massacred her, just before her granddaughter was expected to arrive. In the aftermath that followed, several townsfolk were also killed. Some tales conclude with the little girl surviving, and exacting her revenge, while others have less happy endings. What really happened that day has been lost and will remain a mystery but it must have been either quite tragic, or incredibly heroic, to have been an inspiration for the tales that later followed.

FINAL GIRL: Red

SETUP: Forest Dwellers

ITEMS (12): Archery Bow, Bread, Flowers, Hatchet, Knife x2, Map, Pitchfork, Raft, Red Cape, Slingshot, Thorny Vines

EVENTS (4): Toll Bridge (Starting Event), Breadcrumb Path, The Woodsman, Travelers

The Event cards should be in the order they are listed, with Toll Bridge on top.

STORYBOOK WOODS TERROR CARDS (5): Getting Treats for Grandmother, "I was carried like a rag doll!", "It picked me up and I was helpless!", Once Upon a Time, "There's something in the trees!"

INTRUDERS TERROR CARDS (5): "It was wearing a mask" x2, "There's blood everywhere", "They're everywhere!", "Why are they doing this to us?"

DARK POWER: No Remorse

FINALE: You're Gonna Die

SPECIAL RULES: When setting up this scenario, place Once Upon a Time as the top card of the Terror deck.

GROWING THE FLOCK

The Intruders' motives are hard to comprehend. They appear to genuinely believe that they are doing good, freeing their victims from a life of suffering, and releasing souls from their carnal prison. At the conclusion of their trial for their first murder, their lawyer was successful at getting a reduced sentence on the condition that they would be getting treatment for what she convinced the judge and jury was a mental illness that was influencing their behavior. The three of them were sent to a low security facility to get help. But they didn't get any help there and remained adamant about their cause. They instead used the opportunity to seek out new recruits, similar thinking individuals who shared the same fervor to be a shepherd of souls. They preached their message for several weeks while at Wolfe Asylum and were starting to get some followers. That stopped when Heather, one of the nurses, raised concerns about what they were doing to the administrators. After that, the Intruders were kept isolated from other patients. It was at that time that they decided it was time to leave, and anyone who wasn't with them, was against them.

FINAL GIRL: Heather

SETUP: Padded Rooms

ITEMS (12): Doctor's Bag, Defibrillator, Energy Drink, First Aid Kit, Hook-Handled Bone Hammer, Knife, Laughing Gas Canister, Mysterious Pills x2, Physician's Manual, Scalpel, Tranquilizer Gun

EVENTS (3): Dangerous Addiction (Starting Event), Dr. Sunshine, Scratching and Biting

The Event cards should be in the order they are listed, with Dangerous Addiction on top.

WOLFE ASYLUM TERROR CARDS (4): Extreme Paranoia, "Give us our meds", "I found some candy!", "What is this place doing to me?"

INTRUDERS TERROR CARDS (6): Minor Dark Power: Amphetamines, "There's blood everywhere", "They're everywhere!", "They will hunt you" x2, "We're all going to die!"

DARK POWER: Maskaphobia

FINALE: Release the Beast

SPECIAL RULES: When setting up this scenario, place "What is this place doing to me?" as the top card of the Terror deck.

A HIGHER CALLING

One of their victims tried to bribe them once with some information he claimed was top secret and could make them rich—he told them about an alien ship that landed near a top secret station in the Antarctic. He even gave them the station's coordinates. Foolish tempter, they weren't doing this for earthly pleasures, they had a higher calling. He endured great suffering from trying to be Satan's voice. They didn't believe in aliens but wondered if this might be a sign from God. They agreed to undertake this pilgrimage in the hopes that it would give them further enlightenment. On the way, they would continue their mission of liberating souls.

FINAL GIRL: Uki

SETUP: A Nice Stew

ITEMS: *Set up the Item decks as normal.*

EVENTS (3): Hidden Weapons Cache (Starting Event), "Don't Worry! We're here to help!", Comms Specialist

The Event cards should be in the order they are listed, with Hidden Weapons Cache on top.

STATION 2891 TERROR CARDS (4): "Tell me where it is!", "We'll be dead by morning", "What supplies are in the chopper?", "They... just left"

INTRUDERS TERROR CARDS (6): "Go away!!!", "We're not going to make it through the night" x2, "Where are they coming from?", "Why are they doing this to us?" x2

DARK POWER: Won't Stay Down (Epic)

FINALE: Random

SPECIAL RULES: The Intruders killed the helicopter pilot after he landed the helicopter quite far from the Station. Do not place the Helicopter token during setup. Place the Helicopter token when Event card "Don't Worry! We're here to help!" is resolved, or after the fifth Terror card is resolved, whichever happens first. When Terror card "What supplies are in the chopper?" is resolved, draw and resolve an Event card as the first effect, instead of as the second effect.

UNEXPECTED VISITORS

Ellen adjusted the ship's sensors. "Captain, sensors have picked up a ship of unknown origin. It's just drifting." She continued to study her monitor. "The ship's material appears to be alien."

"Send a probe," the Captain ordered. "Let's try to learn more before we get closer."

The probe was launched and started scanning as it was making its approach towards the unknown vessel. It slowed and started collecting readings. It did a slow sweep from nose to aft.

"Results are coming in." Ellen paused as she read through the preliminary findings. "The ship is made of an unknown material but its surface appears to have some minerals embedded in it... and some of these minerals are found only on Earth. Dating indicates this ship must have left Earth over a hundred years ago." She looked back, studying the Captain's face. His expression remained stoic, deep in thought.

"Any lifeforms?"

Ellen resumed looking at the probe findings. "There are 3 lifeforms. They appear to be in some sort of hypersleep." More readings kept coming in. "And they appear to be human."

There was a long silence. All eyes were on the Captain, waiting for his direction. He drew in a slow, deep breath. "Let's get them on our ship."

"Captain!" Ellen quickly responded. "It's a ship of unknown origin. Safety protocols require us to report our findings only and to not engage."

"I know the protocols, Lieutenant," the Captain responded as he stood up. "But we already know that ship's been on Earth, and it's carrying humans. And those humans are going to tell us exactly what happened after they've had a good meal on our ship."

FINAL GIRL: Ellen

SETUP: Showdown

ITEMS: *Set up the Item decks as normal.*

EVENTS: *Set up the Event deck as normal but starting Event is The Captain.*

USS KONRAD TERROR CARDS (5): Garbage Day, Gas Leak, Incinerator Malfunction, Minor Dark Power: Slippery, Solar Interference

INTRUDERS TERROR CARDS (5): Minor Dark Power: Amphetamines, "There's blood everywhere", "They're everywhere!", "We're all going to die!", "Where are they coming from?"

DARK POWER: *Set up the Dark Power card as normal.*

FINALE: *Set up the Finale card as normal.*

SPECIAL RULES: The Intruders are not fully recovered from being awoken from their hypersleep and start with one / each.

WHAT IF THE STORIES YOU WERE TOLD AS A CHILD WERE TRUE? WHAT IF THERE DID EXIST A PLACE WHERE TALES AND FABLES WERE A REALITY? WHERE MAGIC AND MISCHIEF WERE REAL?

They ARE in fact real, but it isn't what you might think. It would be impossible to get you to understand this fully, but know that the following statement is true. Every world imagined by the inhabitants of Earth does in fact exist. The imagination, daydreams, nightmares, and all of the fantastic creations of the mind are actual visions of real places and times in the known and unknown universe. You don't have to believe it (and most humans don't), but that does not make it any less true.

Storybook Woods is a place where the visions for many of our classical fairy tales come from. The Brothers Grimm were the first to transmute the stories from vision to page. Their versions were the more accurate versions meant as warnings of the horrors that exist in the universe, but over time the stories were molded to a new purpose and are now told to entertain children without the fear and without the truth.

No one knows how they get to (or from) Storybook Woods, but one thing is for certain, they will either die there at the hands of the Big Bad Wolf, or the Wolf will die at theirs. I imagine most times the events in the Woods seem like a dream. For the ones that survive at least, but not for the ones that never return to tell the tale.

Big is not a sufficient adjective. Bad is not a nearly fit enough description. The Wolf's teeth are long and sharp. Its claws come to a fine point so that it can shred large prey to pieces, or snap a fairy's wings off with a snap of two fingers. The gale-force winds created by its roar cause devastating destruction. My words, like Grimm's and countless others before me, simply cannot do this evil being justice.

Should you encounter this being, expect to die. Survivors are always quick-witted, savage, and unapologetically violent, but most of all, lucky. Better to never set foot in the Woods rather than have to survive them.

ONCE UPON A TIME

Red was screaming. Loudly. And perpetually. She was flying through some strange wormhole or something. It looked like those hyperspeed tunnels from one of those sci-fi shows. Just hurtling through space... her last memory diving into a dumpster to avoid the bullies that were chasing her.

Then something came into view and her body was flying uncontrollably toward what looked like... a bed of flowers? She only let herself be confused for a moment as she prepared herself for death.

Her body slammed into the flowers. But instead of becoming mush, it felt as though she had landed on the softest pillow ever created. She stood up in a strange new land. A fairy, wait a FAIRY? Buzzed by her head, leaving a trail of sparkling dust.

"Where am I?" Red pondered.

FINAL GIRL: Red

SETUP: Picnic

ITEMS: *Remove the Red Cape and then set up the Item decks as normal.*

EVENTS: *Set up the Event deck as normal but starting Event is Travelers.*

STORYBOOK WOODS TERROR CARDS (3): "I was carried like a rag doll!", "There's something in the trees!", Once Upon a Time

BIG BAD WOLF TERROR CARDS (7): The Jaws that Bite (x3), The Claws that Scratch (x2), It Snarled with Red Glowing Eyes, I'll Huff and I'll Puff

DARK POWER: Ravenous Hunger

FINALE: Thrill of the hunt

SPECIAL RULES: Red starts the game with the Red Cape Item.

IT ISN'T SAFE HERE

Ginny loved coming to the woods with her family. Of course, there always ended up being some kind of drama with everyone being mad at each other, which turned what should be a peaceful place into anything but. Still, she loved it.

This trip would turn out to be something far more dramatic and deadly. She tossed and turned in her bed that first night when she heard the howling. The next night, as the full moon rose, the howling returned, only much closer. Too close.

Ginny reached under her bed. Fear breeds preparation. She pulled out the weapon she had stashed there...

FINAL GIRL: Ginny

SETUP: Dysfunctional Family

ITEMS: *Set up the Item decks as normal.*

EVENTS: *Set up the Event deck as normal but starting Event is Battle Ready.*

WINGARD COTTAGE TERROR CARDS (2): "What happened while we were gone?", "That wasn't a random attack"

BIG BAD WOLF TERROR CARDS (8): *Remove all Minor Dark Powers, then select 8 at random.*

DARK POWER: Destructive Roar

FINALE: Tasty Treats

SPECIAL RULES: None

WOLF ASYLUM

The hairy man they'd just brought in gave Veronica the shivers. She was in the waiting room to go back and visit her grandfather who had long suffered from dementia. The hairy man looked at her as he was being led off by the staff, smiling as their eyes met. Then he tilted his head back and howled maniacally. The howls could still be heard as the door to the next room closed behind him and he was led off through the corridors of the asylum.

Veronica loved her grandfather, but this place gave her the heebie jeebies like no other.

"Veronica? I'm Dr. Sunshine, please follow me back to the Common Room for your visit."

FINAL GIRL: Veronica

SETUP: The Doctor is In

ITEMS: *Set up the Item decks as normal.*

EVENTS: *Set up the Event deck as normal but starting Event is Dr. Sunshine.*

WOLFE ASYLUM TERROR CARDS (3): Extreme Paranoia, "All Hail the New Master", "Give us our Meds!"

BIG BAD WOLF TERROR CARDS (7): *Remove all Minor Dark Powers (keep them aside for later use), then select 7 at random.*

DARK POWER: Sixth Sense

FINALE: Thrill of the Hunt

SPECIAL RULES: If the Wolf is in a space with a Pill token it will eat the pill. Reveal a Side effects card and if it is a Normal, no effect card, then the Wolf takes . If it is any other Side Effect, draw a random Minor Dark Power and put it in play.

WHITE WOLF

The workers at Station 2891 were unaware of the great white wolf. Humans often overlook entire species, and science would tell you there are no wolves in Antarctica. So it isn't surprising that the researchers would be blind to such a thing.

Though in fairness, it also shouldn't be too surprising given the number of world powers performing experiments at their secluded "research stations" on a daily basis.

The white wolf is almost invisible against the snowy terrain. It is the size of a horse and has an incredibly tough hide. The station and the scientists that created it using the Orlinsky gene splitting method were completely destroyed. While the wolf can easily live on arctic creatures, it prefers the taste, and the sport, of killing and eating humans.

FINAL GIRL: Your Choice

SETUP: A Nice Stew

ITEMS: *Set up the Item decks as normal.*

EVENTS: *Set up the Event deck as normal.*

STATION 2891 TERROR CARDS (4): *Select 4 at random.*

BIG BAD WOLF TERROR CARDS (6): On the Hunt, The Jaws that Bite (x2), "Going for a Walk Today?", The Claws that Scratch (x2)

DARK POWER: *None for setup, but when the Dark Power is triggered, put all 3 Minor Dark Powers in play.*

FINALE: Rampant Growth

SPECIAL RULES: The Big Bad Wolf's starting and maximum health value for this scenario is 12.

A WOLF AMONG US

Ellen hated transport missions. But especially ones that involved transporting woman-eating creatures to the Ark planet of Criterion. In all of history, there might not have ever been a worse idea than protecting and collecting the universe's most deadly beings on Criterion on the off chance that one of them, or something to do with their biology, might be of critical importance to the universe one day.

As they always did, assuming the creature would fit, the crew of the Konrad locked the wolf in one of the escape pods for the journey. This way, when they got into orbit of Criterion, they would jettison the escape pod down to the awaiting planetary receiving tractor beam and be gone as fast as they'd come. This method limited contact with the creature to virtually none and was the safest method. Or so they thought...

When the ship unknowingly and unexpectedly flew through an anti-transference field, the Konrad's entire power system shut off. All of the escape pod doors immediately unlocked as was standard procedure. The system was back online within 30 seconds and the door locks re-engaged, but by then it was too late. The wolf was out!

FINAL GIRL: Ellen

SETUP: Bloody Feast

ITEMS: *Remove Energy Drink and Mysterious Pills, then setup the Item decks as normal.*

EVENTS: *Setup the Event deck as normal but starting Event is "Faulty Wiring".*

USS KONRAD TERROR CARDS (2): System Reboot, Solar Interference

BIG BAD WOLF TERROR CARDS (8): *Select 8 at random.*

DARK POWER: Sixth Sense

FINALE: Rampant Growth

SPECIAL RULES: You start the game with the Energy Drink and Mysterious Pills Item cards.

THE RATCHET LADY IS AN AGENT OF MADNESS. ANYONE WHO WILL NOT ACCEPT MADNESS DESERVES ONLY DEATH. HER POWER COMES DIRECTLY FROM THOSE AROUND HER WHO HAVE BEEN DRIVEN MAD, EITHER PERMANENTLY OR TEMPORARILY.

Many people find themselves driven to madness from her presence alone. The onset could be the result of coming face to face with her terrifying visage, or perhaps by hearing the sound of her voice, which can't be described to someone that has never before heard the voice of a devil or demon. When all else fails, the Ratchet Lady will use chemicals or drugs to facilitate the change.

Those affected become uncontrollable, angry, and maniacal. They embrace the violent madness they've been infected with and while, like the Ratchet Lady, they wish to bring others to that madness, their violent methods inevitably result in the death of their subjects.

The Ratchet Lady wasn't always evil. In fact, she was a beloved nurse at a facility for mental rehabilitation. She was extremely good at her job, but her biggest flaw was the need to be perfect. When one of her patient's conditions would worsen, usually for reasons she, nor anyone else, was responsible for, she would take it extremely poorly. After several such cases of patients needing to be transferred to other facilities, she began to visit the "lost" patients, as she called them.

"YOU'LL FIND YOUR WAY BACK TO ME," SHE WOULD TELL THEM. "AND IF I MUST WALK IN MADNESS TO GET YOU BACK, THEN MADNESS IS WHERE I WILL WALK."

And that she did. She began relying on the patients, and not the doctors who supervised her, to tell her what they needed for treatment. Many died. So many in fact, that they put nurse Mildred under strict observation.

One day, she was discovered removing the limbs of one of her patients with a bone saw. When confronted by her observing doctor she explained that the patient had identified evil influences in certain areas of their body and asked her to remove them. The doctor called for security, but she wouldn't go quietly. A brutal and bloody fight followed. She killed the security guards, but not before her right hand was severed and her eyes were thoroughly gouged.

Barely alive, madness took hold and guided her into the shadows. It has been guiding her ever since, leading her to new patients, the unfortunate souls that needed her most.

RETURN OF THE RATCHET LADY

Wolfe Asylum was a place born of good intentions. Doctors and nurses arrived in hopes of helping patients and patients arrived in hopes of getting that help. As is often the case, intentions don't always lead to the outcomes expected.

When managing the patients became difficult, the staff got tougher and became less forgiving and less understanding. So when the Ratchet Lady, in all her evil, returned to the place she once worked as a nurse, she had little trouble wreaking death and havoc on the place.

FINAL GIRL: Heather or Veronica

SETUP: Padded Rooms

ITEMS: *Set up the Item decks as normal.*

EVENTS: *Set up the Event deck as normal but starting Event is Welcome to the Madhouse.*

WOLFE ASYLUM TERROR CARDS (2): Fueled by Madness, "What is this place doing to me?"

RATCHET LADY TERROR CARDS (8): Blood Jolt, "Don't worry, this won't hurt...", "We are helping!", Minor Dark Power: Blood Drive, Screams in the Dark, "Join me in the Dark Places", Blood Transfusion, "Join us or die!"

DARK POWER: Manic Burst

FINALE: Hold her Down

SPECIAL RULES: Heather starts the game with one random Pill token. Veronica starts the game with a free Distraction Action card in her starting hand.

INTERSTELLAR ANARCHY

The crew of the Konrad was not above any job. When a high-paying job to act as an intergalactic hearse came along, the Captain was more than happy to take it.

Countless coffins were loaded onto the ship and off they went. The jettison point was at the outer rim of the Neocine galaxy.

As the Captain's daughter was exploring the ship one day, she happened upon the coffins. They were all locked with a biometric code. She'd seen these types of locks before and she knew her daddy's keycard could open them. She wanted to know what was inside. Since she knew where daddy kept his emergency keycard, getting one open wouldn't be a problem.

As she scanned the card a hissing sound filled the room as the coffin lid opened. A figure sat up amidst the cryogas, its head wrapped in bandages. The girl screamed and ran from the room.

FINAL GIRL: Jenette

SETUP: Hard Choices

ITEMS: *Set up the Item decks as normal.*

EVENTS: *Remove Master Access then set up the Event deck as normal but starting Event is Orphan Girl.*

USS KONRAD TERROR CARDS (4): *Select 4 at random.*

RATCHET LADY TERROR CARDS (6): Bloodletting, March of the Maniacs, "Leave her to me!", Blood Jolt, Whispers in the Dark, "We are helping!"

DARK POWER: Bloodfear

FINALE: Feed the Madness

SPECIAL RULES: None

ICE IN HER VEINS

Heather never thought she'd see the Ratchet Lady again. Especially after being assigned as a station medic at a research facility in Antarctica. But the Ratchet Lady traveled the roads of madness and wasn't subject to the transportation constraints of the layperson.

It wasn't uncommon for crew at the station to go a little crazy from the cold and the seclusion. So after she treated the Chef for hallucinating, she didn't think too much of it... until he described what he had seen. He must not have noticed her almost gasp and go pale when he described the exact appearance of the Ratchet Lady approaching him through the falling snow out near the tool shed.

She was here.

FINAL GIRL: Heather

SETUP: Good Morning

ITEMS: *Set up the Item decks as normal.*

EVENTS: *Set up the Event deck as normal but starting Event is Heavy Storm.*

STATION 2891 TERROR CARDS (8): *Select all 8. (See Special Rules.)*

RATCHET LADY TERROR CARDS (10): *Select 10 at random. (See Special Rules.)*

DARK POWER: *Set up the Dark Power card as normal.*

FINALE: *Set up the Finale card as normal.*

HEAVY STORM
When moving outside, all of your moves are penalized. You may spend 1 to reroll, as many times as you wish and can afford.

SPECIAL RULES: The first time YOU damage the Ratchet Lady, discard the "Heavy Storm" Event Card. The Terror Deck starts with 18 cards. If you draw a STATION 2891 Terror card while the Heavy Storm is in play, ignore all of the effects except the Frostbite and Helicopter effects and resolve the next Terror Card. If Heavy Storm is not in play, ignore all the effects except for the Helicopter effect and resolve the next Terror Card.

IN THE EYE OF THE MADNESS

Some say the Ratchet Lady is called to those who have lost their grip on reality. Whether that is to "save" them, recruit them, or for some other purpose... well that is anyone's guess. Wingard Cottage was once owned by an old recluse that was convinced he was haunted.

Oliver Creech often rambled to unexpected visitors, usually lost travelers looking for directions, about a cursed lineage. Word spread on the winds of madness and eventually made their way to the bandaged wrapped ears of the Ratchet Lady. And so this night, she descended upon the cabin in the woods.

Oliver went missing and was not heard from for days. A search party of volunteers was gathered at his place to search the surrounding area.

FINAL GIRL: Your Choice

SETUP: Fishing Trip

ITEMS: *Set up the Item decks as normal.*

EVENTS: *Set up the Event deck as normal but starting Event is Home Security.*

WINGARD COTTAGE TERROR CARDS (2): "There's someone out there", "What happened while we were gone?"

RATCHET LADY TERROR CARDS (8): *Select 8 at random.*

DARK POWER: Dark Injection

FINALE: It's Raining Maniacs

SPECIAL RULES: Each time you enter a new room inside the house, roll a die. If you roll a "6", you find Oliver Creech hiding. Place a normal Victim in your space and he gives you one of the available Crafted Items of your choice.

MADDENINGLY EVER AFTER

The Ratchet Lady was pulled into Storybook Woods because frankly, the whole idea of it was insane. Its poor denizens, both good and evil, were no match for her suggestive powers and ability.

Hansel and Gretel were on their way through the forest, as they often were. As usual, they were paying close attention for the dangers that frequented the area. Wolves, trolls, and the like. When they heard screams from afar they were instantly alert. When those screams turned to laughter their alert turned to curiosity. When that laugher turned to blood-curdling screams, their curiosity turned to fear.
"Gretel, we must go!" Hansel exclaimed in a panic.

FINAL GIRL: Gretel

SETUP: Scatter!

ITEMS: *Set up the Item decks as normal.*

EVENTS: *Set up the Event deck as normal but starting Event is Hansel.*

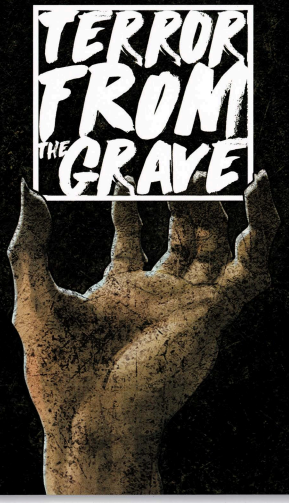
STORYBOOK WOODS TERROR CARDS (2): The Full Moon is Out, Out of the Woods

RATCHET LADY TERROR CARDS (8): *Select 8 at random.*

DARK POWER: *Set up the Dark Power card as normal.*

FINALE: Feed the Madness

SPECIAL RULES: Roll one extra die for "Calm" if in the Glen, the Dell, or the Meadow.



A letter to my newborn.

Son, I hope you are one day old enough to read this. I may not be around when you do... if you do. But I have to tell you the truth about what we know. Probably more for myself than for you, but that is how it is now... we have to stay busy to stay sane.

The dead have risen. Everyone wants to know why, how it happened. But we have no answers. The only thing we can do is survive. Take each day, hour, minute, and second, one at a time. Protect ourselves and the ones we love.

It shouldn't have happened like it did. They are slow. They are easy to kill. But their sheer numbers, their collective resiliency, their ability to multiply by killing the living, it is something that we are struggling to contain.

Hordes of them now walk the land. Boarding up and staying put only works for so long. If you can find a secluded place their taint has not yet touched, you might be able to live in peace for a few days or weeks.

We are living on hope. And it is running out. We are tired. The old world is gone. We, the living, now coexist with the dead. Not by choice, but by necessity.

Kill if and when you must, but never believe you are safe. For there are always more.

Love,
Dad

ALL FOR THE CHILD

On the day they came, we were on vacation at a little cottage. The leaves were changing and a slight breeze filled the air. Off in the distance on the other side of the lake, I could see a few people shambling around, doing what, I do not know... There wasn't anything out there so it was odd to see other people. I yelled out and waved but didn't get any response. I could tell they heard me because they stopped and looked for a brief moment. They didn't wave back and just began walking along the shoreline.

Several minutes later the first visitor poked through the brush on the outskirts of the property. My communication went unreturned and I started to feel like something was very wrong. It was then I noticed the physical trauma on the person. My immediate reaction was to run to their aid, but after a moment I realized the trauma was undoubtedly deadly. No one could survive such an injury.

More were coming and I ran inside. "Patsy! We are in danger! Grab the shotgun and come out on the back porch!"

As he turned to reevaluate the situation, Patsy's boyfriend was bitten by a zombie.

FINAL GIRL: Patsy

SETUP: Grad Party

ITEMS: *Remove the Shotgun, then set up the Item decks as normal.*

EVENTS: *Set up the Event deck as normal but starting Event is Loser Boyfriend.*

WINGARD COTTAGE TERROR CARDS: *Set up the Terror deck as normal.*

TERROR FROM THE GRAVE TERROR CARDS: *Set up the Terror deck as normal.*

DARK POWER: Super Horde

FINALE: They've all been bitten!

SPECIAL RULES: Patsy starts with the Shotgun Item card.

DARKNESS IN LIGHT

A Necromancer lives at the top of Mount Greybore just east of Storybook Woods. Every hundred years he raises an army of the dead to "cleanse" the land. This time, the dead are more numerous and more powerful than the armies of the past.

The village council made quick plans to defend the town and the surrounding areas. A plea to Grandma was made to call for the aid of one of her caretakers...

FINAL GIRL: Red or Gretel

SETUP: Family Visit

ITEMS: *Choose 3 weapons and set them aside. Set up the facedown cards of the Item decks as normal and then randomly place one of the 3 chosen weapons as the faceup card of each Item deck.*

EVENTS: *Set up the Event deck as normal but starting Event is Breadcrumb Path.*

STORYBOOK WOODS TERROR CARDS (2): *Select 2 at random.*

TERROR FROM THE GRAVE TERROR CARDS (8): *Select 8 at random.*

DARK POWER: Legion

FINALE: I'm Overwhelmed!

SPECIAL RULES: None

DEADHOUSE

Dr. Death finally made a breakthrough in his experiment. He had revived a dead patient over 24 hours after the patient had expired. He quickly repeated this success with others to be sure it wasn't a fluke. It worked!

Death failed to think of the repercussions of his experiment. However, even if he had, he likely still would have gone through with it. Now the residents of Wolfe Asylum were in grave, grave danger.

FINAL GIRL: Your Choice

SETUP: A Solitary Life

ITEMS: *Set up the Item decks as normal.*

EVENTS: *Set up the Event deck as normal but starting Event is Dr. Death.*

WOLFE ASYLUM TERROR CARDS (2): *Select 2 at random.*

TERROR FROM THE GRAVE TERROR CARDS (8): *Select 8 at random.*

DARK POWER: Runners

FINALE: They've all been bitten!

SPECIAL RULES: You may start the game with a random Pill token.

RAVAGERS

Ship's Log 07890003:
One of us came back with a virus or something after our visit to the planet Grakis. The planet is uninhabited other than plant life. Something from one of their spores maybe. Anyway, Rathburn is laid up in sick bay and does not look well. We are doing all we can for him, but I fear the worst.

Ship's Log 07890014:
It is far worse than anyone knew. Rathburn is nowhere to be found. However, we found an arc transmission he sent in a language we'd never seen before. We don't know what it means, but it is very concerning.

Ship's Log 07890015:
Alien craft have docked to the Konrad without authorization. Rabid men are trying to get on the ship. Still no Rathburn, but wherever he is, he is surely trying to let these things on board. We are preparing for a fight. Hopefully I will survive to... oh shit they're here.

FINAL GIRL: Jenette

SETUP: Get to the Pods

ITEMS: *Set up the Item decks as normal.*

EVENTS: *Set up the Event deck as normal but starting Event is Cramped Escape Pods.*

USS KONRAD TERROR CARDS (3): *Select 3 at random.*

TERROR FROM THE GRAVE TERROR CARDS (7): *Select 7 at random.*

DARK POWER: Runners

FINALE: Their numbers are endless!

SPECIAL RULES: Zombies may use maintenance shafts you have opened. Hordes may not use maintenance shafts.

THAT SNOW ZOMBIE

The sun shone brightly as the scientist stumbled onto the grounds of Station 2891. She was exhausted so the crew ran to help her. She had come from another station on the tundra. She was Asian and claimed to be a collaborator working with the Germans. The commander was very suspicious and was worried she might be a spy.

The team helped get her inside and she told a wild story about some kind of rebellion at the German base. She said people were clawing, biting, and even killing each other. She showed a few scratches and even a bite that she had sustained.

And right about then the dogs started barking. Someone else was outside. The crew went to see what was going on and as they did, the scientist's eyes went cloudy white and she lurched for the closest human flesh she could get her teeth on.

FINAL GIRL: Kate

SETUP: Clear the Grounds

ITEMS: *Set up the Item decks as normal.*

EVENTS: *Set up the Event deck as normal but starting Event is "Who Goes There?".*

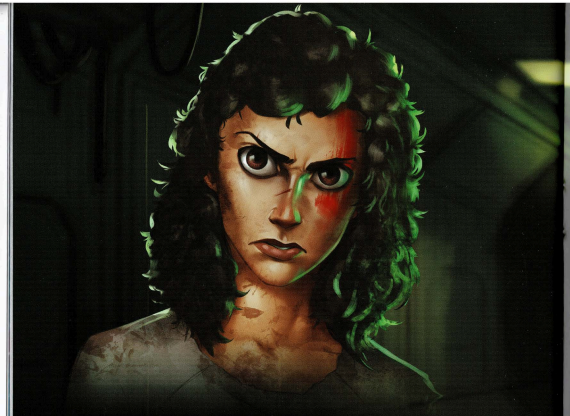
STATION 2891 TERROR CARDS (4): *Select 4 at random.*

TERROR FROM THE GRAVE TERROR CARDS (6): *Select 6 at random.*

DARK POWER: Super Horde

FINALE: I'm overwhelmed!

SPECIAL RULES: The Zombies and Hordes are immune to Frostbite.



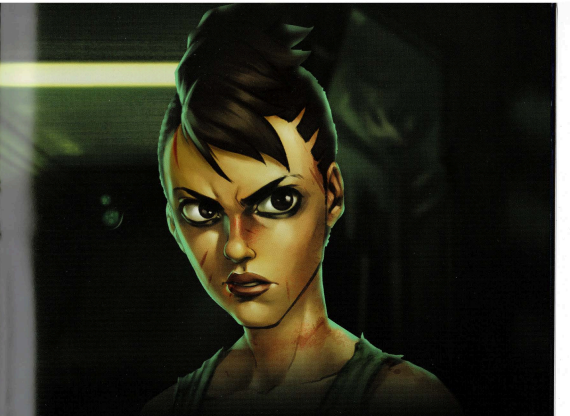
ELLEN

Ellen ended up on the crew of the Konrad almost by accident. She was only traveling between worlds by toll when the Captain happened to take a liking to her and offered her a job. As an apprentice to the Captain, she learned the ship inside and out and it became her home. She became the Captain's most trusted crew member, saving both his, and the ship's bacon on more than one occasion.

Ellen's can-do, never-give-up attitude is what has made her indispensable and what makes her a survivor.

TIPS FOR PLAYING WITH ELLEN:

Ellen's ability gives you access to a lot of different Item cards! Try to search soon after you unlock her ability so you can look through the Item cards that didn't get shuffled into the Item decks. Now, when searching, you can get whatever you want from those cards instead!



JENETTE

Jenette has always been a mercenary. Her signature mohawk and her tight muscles are a good outward indicator of that. And if that doesn't give it away, her shrewd negotiating skills do. She'll take all kinds of jobs if the pay is right, but she prefers the ones that require shooting things.

A true badass, Jenette has never backed down from a fight.

TIPS FOR PLAYING WITH JENETTE:

Jenette is a true weapons specialist and is so good with her hands it almost seems like she has 3 of them! Make use of her Ultimate Ability to keep a variety of weapons equipped and use her 'extra' uses on the strongest ones!

KATE

Kate Carpenter absolutely loved science. From a very young age she had dreamed of walking alongside dinosaurs, traveling on a spaceship to planets unknown, or joining a deep sea exploration to find creatures never seen by human eyes. Her dreams never faltered, and after she graduated with honors from a major university, she began her career as a biologist.

Kate loved field work and was always jumping at the chance to get out there and see, or rather research, the world. She had no idea how much that love would put her life at risk, and in ways she could never imagine.

TIPS FOR PLAYING WITH KATE:

Kate is resilient despite her lower-than-average health. She can get reaction cards from saving victims and if she unlocks her Ultimate Ability her health immediately increases to a much higher amount! Keep her health at the maximum using Guard and Rest cards to benefit from rolling an extra die for all horror rolls.

UKI

Uki Fox has been a survivor from birth. Her mother had her own experience as a final girl while in labor (a story for another time). But because they were both tenacious enough to survive the ordeal, her mother named her Uki, an Inuit name meaning "Survivor."

Uki is incredibly tough and along with her dog, an Alaskan Malamute named Gus, is often hired as a companion by adventurers and danger seekers. She is exactly the person the Station 2891 research crew needed to help them survive the frigid wasteland.

TIPS FOR PLAYING WITH UKI:

Uki has a nice amount of health and her Ultimate Ability is a bit easier to unlock but still very strong. If circumstances or your own persistence allows you to unlock it in the early game it could be a huge boost as it basically grants you a free "Guard" action once per turn. With her Ultimate Ability, she has the most fortitude of any of the Final Girls.

GINNY

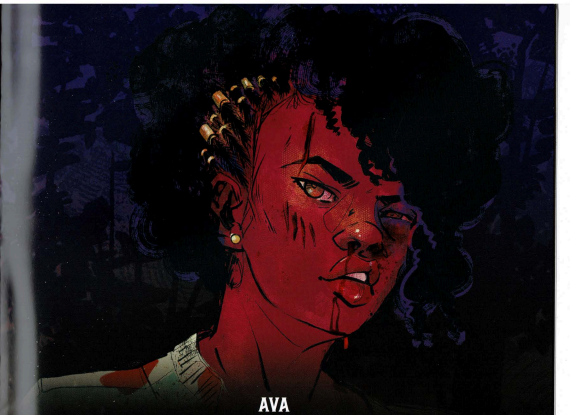
Ginny Sandin was forced to be independent from a young age. Her family had plenty of money but it came at a cost. Both parents traveled a lot and they moved frequently. With her parents barely present, Ginny spent most of her time with nannies when she was young, and later alone as she got older.

She was shy, an introvert, and would spend hours at a time hiking in nearby forests. It didn't matter if it was pouring rain or during a blizzard, she'd still go. These long walks were her favorite way to pass time, alone in her thoughts and at one with nature.

In her late teens, she saw an ad for a survival camp and knew she had to go. They were supposed to visit Egypt that summer and cruise the Nile, but for Ginny, that paled in comparison to spending a summer learning to survive outdoors. She excelled at the camp. At the end of the summer, students had to test their skills by surviving for a week in the bush. Most didn't stray too far from where they were dropped off, and some didn't even last the week. For Ginny, it took 3 days for them to find her after the test was done and even then, she had wanted to stay longer. It was after that summer that Ginny decided to move out and experience life on her own.

TIPS FOR PLAYING WITH GINNY:

Ginny is very versatile. She has high health and the variety of bonus actions that she gains from saving victims can fit different needs at different times. Even Ginny's Ultimate Ability can accommodate different play styles and allow you to select what works best for you. Overall, she has great all-around abilities.



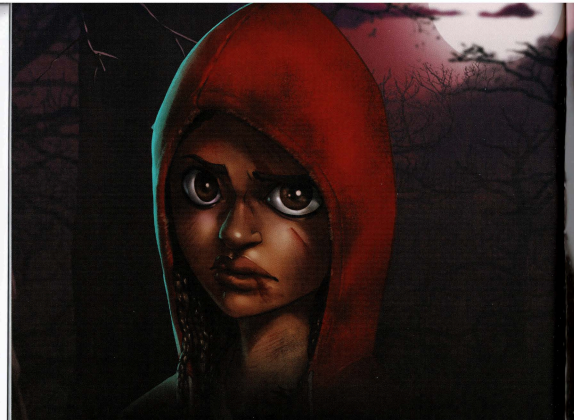
AVA

Ava Tyler grew up in a rough part of town. When she wasn't helping her dad fix small appliances, she was typically mixed up in some trouble and usually a fight or two. She was opinionated, stubborn, and strong-willed, and 'compromise' was not in her vocabulary. She eventually learned to pick her battles, but it took a lot of battles to get there. If nothing else, she picked up some good fighting skills from her various scraps, and also some first aid skills from having to patch herself up.

When she was with her dad, she would spend hours watching him take things apart, carefully label them, and then put them all back when it was fixed. She loved spending her time tinkering with things and as a result, she learned to make do with very little, frequently repairing things multiple times instead of throwing them away. These skills helped her land decent jobs and employers were frequently impressed by her resourcefulness. When she finally made enough to move her family out of the neighborhood, many said she was just one of the lucky ones, but she knew better... her good fortune was the direct result of having to fight for everything she had and taking nothing for granted.

TIPS FOR PLAYING WITH AVA:

Ava's bonus actions focus on healing, allowing her to take damage early and recover it easily. In addition, her movement bonus actions can help save victims quickly. Getting to her Ultimate Ability early in the game should be a priority. Not only does it increase the odds of success for all future Horror rolls, but additionally, each subsequent victim saved reduces Horror. If reduced far enough this gives you more dice for Horror rolls, and when combined with her Ultimate Ability, makes Ava quite reliable at getting Horror roll successes.



RED

Her friends started calling her 'Red' because she was always wearing the same red hoodie wherever she went. The nickname stuck to the point where some of her friends didn't even know her real name was Chantelle. Chantelle Gilliam to be exact.

Red liked to pull the strings of her hoodie tight so the hood would fit snugly around her head and face. She didn't like it blocking her peripheral vision. Red was always quick. Quick to engage. Quick to escape. Quick to be at her Grandma's at a moment's notice. Anything for Grandma.

TIPS FOR PLAYING WITH RED:

Red has some real nice Victim save perks. Be selective in which ones you use and don't be afraid to take the most useful ones first. That way, depending on game flow, you can wait to decide if you want to go for the Ultimate Ability. Her movement Ultimate Ability makes her one of the most agile Final Girls, if not THE most agile. When movement counts, Red is your girl.

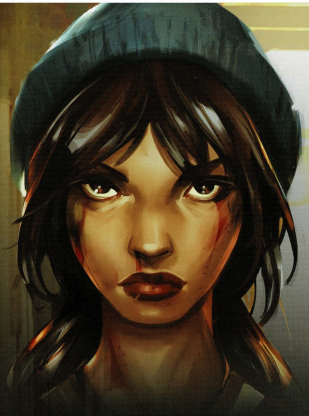
GRETEL

Gretel grew up in Storybook Village. Fairy tales are all she's ever known. She is no stranger to danger like witches, wolves, trolls, evil fairies... you name it, she's survived it.

Her brother would often take credit for their survival when telling townsfolk of their exploits, so Gretel's tenacity wasn't well known amongst the residents of the village. Hansel's boasting was annoying, but he was her brother after all. And to be honest, she was happy to let him have the attention. She much preferred the attention of the birds and other animals of the forest anyway.

TIPS FOR PLAYING WITH GRETEL:

Gretel has some nice Victim save effects and only needs 5 saves to unlock a strong Ultimate Ability that allows you to convert die results of 2 into successes! It costs an extra card to do so, but reducing true fail results to only one side of the dice is huge. Just make sure you have the proper hand equity to take advantage of it.



VERONICA

Veronica is a quiet person. She's very organized and extremely efficient with her time. She is rarely late and plans her days down to the minute. Many would call her eccentric because of how obsessive she is over time, but her friends and coworkers know it to be a talent and something that gives her a real advantage in her work and life, despite sometimes coming across as rude or selfish for putting her time and commitments above everything else.

TIPS FOR PLAYING WITH VERONICA:

Veronica is all about Time. All of her victim save effects grant time and her Ultimate Ability grants an extra time each turn! It may not sound like much, but between the effect and the ability, she could get as much as 15-20 extra Time Points in a game. That could have a huge impact on the result and be the difference between a win or a loss.

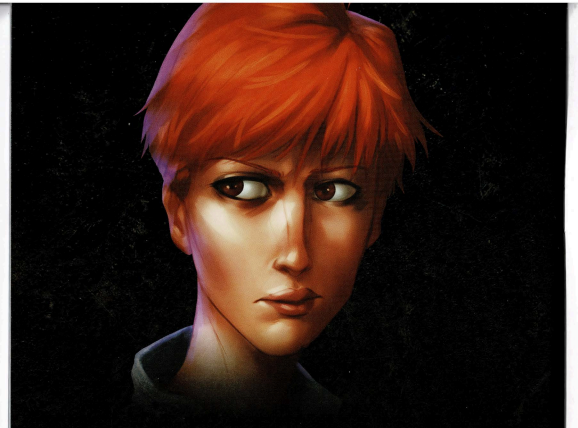
HEATHER

Heather worked as a nurse at Wolfe Asylum. She had a loving and giving heart and had helped restore many of her patients to a state where they could leave the asylum and go back to their lives. That was the goal after all.

Of late though, Heather had seen and heard things she was not supposed to. While her unit and staff were on the up and up, others in the facility were participating in nefarious and even illegal, activities. Because of what she'd learned it was with a heavy heart that she'd decided to turn in her resignation.

TIPS FOR PLAYING WITH HEATHER:

Heather's Ultimate Ability amplifies her successes granting rerolls and/or extra damage. As such she can end games quickly when her ability is unlocked. Of course with this comes average health and average victim save effects. Try to unlock her Ultimate Ability if you can.



PATSY

Patsy had never had a violent interaction in her whole life. There was an aggressive survival instinct laying dormant inside of her that would be awoken one day when the dead started rising from their graves.

Patsy would have her innocence stolen, not by the living, but by the dead. And oh would it awaken a rage inside of her. She just found out she was expecting her first child. She had to survive. THEY had to survive.

TIPS FOR PLAYING WITH PATSY:

Patsy's Ultimate Ability is a strong one, allowing her to do damage without even having to roll. It can take a toll on your time, but it should definitely be something you use liberally if you are able to unlock it. If you are unable to, her better-than-average health should still give you a good chance at surviving and doling out some pain to the killer.

We started working on Series 2 shortly after the first Final Girl Kickstarter funded successfully. It was extremely exciting to be able to expand on what we had built. There are so many great horror themes to draw inspiration from and we love getting inspiration from other great creations and ultimately creating our own unique world and characters. In Series 2, we were fortunate to get designs from Julie Ahern and Mike Martins. Their designs are fantastic editions to the product line.

What can we say about the response to our Series 2 KS other than, "WOW"! It still seems surreal that we raised over $2 Million dollars for a solo-only game. At the same time, we never put anything past our backers and we wouldn't be surprised if Series 3 (that's right!) beats that number. We humbly thank you for your past, present, and future support.

But let's not get too far ahead of ourselves. There is already so much to enjoy in Series 1 and 2. We can't wait to see and hear about your experiences! Please share them with us, we love to hear about them!

And, yes, in case you didn't get the not-so-subtle clue above...

TO BE CONTINUED!

— A.J. Porfirio, Evan Derrick, and all of us at Van Ryder Games

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